

1920s



Investigator Name Randy Boam
Occupation Sanitarium Warden Sex M Age 19
Colleges, Degrees North End College (Boston)
Birthplace Boston
Mental Disorders _____

Characteristics & Rolls

STR 17 DEX 14 INT 9 Idea 45
CON 15 APP 11 POW 12 Luck 60
SIZ 18 SAN 60 EDU 13 Know 65
99 - Cthulhu Mythos 99 Damage Bonus +1D6

1920s Investigator's Sheet

Player's Name Tatu

Sanity Points

Insanity 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Magic Points

Unconscious 0 1 2 3
4 5 6 7 8 9 10 11
12 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

Hit Points

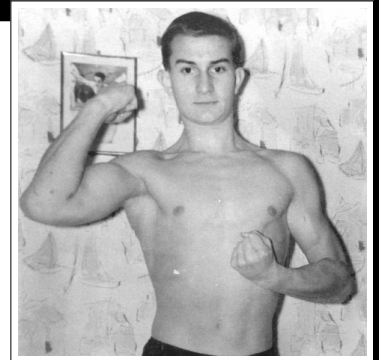
Dead -2 -1 0 1 2 3
4 5 6 7 8 9 10 11
12 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

Investigator Skills

- Accounting (10%) _____
- Anthropology (01%) _____
- Archaeology (01%) _____
- Art (05%):
 Play Harmonica 40
- _____
- Astronomy (01%) _____
- Bargain (05%) _____
- Biology (01%) 15
- Chemistry (01%) 10
- Climb (40%) 55
- Conceal (15%) _____
- Craft (05%):

- _____
- Credit Rating (15%) 20
- Cthulhu Mythos (00%) _____
- Disguise (01%) _____
- Dodge (DEXx2) 60
- Drive Auto (20%) _____
- Electrical Repair (10%) 35
- Fast Talk (05%) 35
- First Aid (30%) 45
- Geology (01%) _____
- Hide (10%) _____
- History (20%) _____
- Jump (25%) 60
- Law (05%) 10
- Library Use (25%) 30
- Listen (25%) 30
- Locksmith (01%) 25
- Martial Arts (01%) _____
- Mechanical Repair (20%) 35
- Medicine (05%) 15
- Natural History (10%) 25
- Navigate (10%) 15
- Occult (05%) _____
- Operate Hvy. Machine (01%) 35
- Other Language (01%):
 Latin 5
- France 10
- _____
- Own Language (EDUx5):
 English 65
- Persuade (15%) _____
- Pharmacy (01%) 40
- Photography (10%) _____
- Physics (01%) _____
- Pilot (01%):

- _____
- _____
- Psychoanalysis (01%) 15
- Psychology (05%) 50



- Ride (05%) _____
- Sneak (10%) 45
- Spot Hidden (25%) 60
- Swim (25%) 35
- Throw (25%) 55
- Track (10%) 35
- _____
- _____
- Firearms**
- Handgun (20%) _____
- Machine Gun (15%) _____
- Rifle (25%) _____
- Shotgun (30%) _____
- Submachine Gun (15%) _____

Weapons

melee					firearm							
	%	damage	#att	hp		%	damage	malf	rng	#att	shots	hp
<input type="checkbox"/> Fist/Punch (50%)	<u>65</u>	<u>1D3+db</u>	<u>1</u>	<u>-</u>	<input type="checkbox"/>							
<input type="checkbox"/> Head Butt (10%)		<u>1D4+db</u>	<u>1</u>	<u>-</u>	<input type="checkbox"/>							
<input type="checkbox"/> Kick (25%)		<u>1D6+db</u>	<u>1</u>	<u>-</u>	<input type="checkbox"/>							
<input type="checkbox"/> Grapple (25%)	<u>70</u>	<u>special</u>	<u>1</u>	<u>-</u>	<input type="checkbox"/>							
<input type="checkbox"/> <u>Blackjack</u>	<u>45</u>	<u>1D8+db</u>	<u>1</u>	<u>4</u>	<input type="checkbox"/>							
<input type="checkbox"/> <u>Small Knife*</u>	<u>35</u>	<u>1D4+db</u>	<u>1</u>	<u>9</u>	<input type="checkbox"/>							
<input type="checkbox"/>					<input type="checkbox"/>							
<input type="checkbox"/>					<input type="checkbox"/>							